PH Wien

FUTURE
LEARNING?!

Symposium on the Future of Learning | Booklet

October, 16 – 17, 2017

PH Wien | University College of Teacher Education Vienna

fL | future learning lab | PH Wien | ZLI

Symposium Web Page
zli.phwien.ac.at

#futurelearning
Follow us on Twitter
@zli_phwien

WLAN access
Click on the WLAN-symbol in the
taskbar, choose network **"phwlan"**
Password: student0!

The event language is English.
A simultaneous translation
(English <> German) is provided.

**Enrol in the workshops
of your choice in the list
provided, using the QR
Code above.**

ORGANIZERS

University College of Teacher Education Vienna (PH Wien)
Department for Interdisciplinary Education (IBS)
Center for Educational Technology and Innovation (ZLI)

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Reinhard Bauer
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Erich Schönbächler
Petra Szucsich

Moderator
Day 1 | Konstantin Mitgutsch
Day 2 | Members of the Programme Committee

Simultaneous Translation
easymeeting Dolmetsch und Technik GmbH

Graphic Design
Maria Altstätter | yoursmarie.com

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WELCOME

Dear Colleagues,

We are delighted to welcome you in Vienna to our Symposium on the Future of Learning, organized by the Centre for Educational Technology and Innovation (ZLI) at the University College of Teacher Education Vienna (PH Wien) in cooperation with our partner of the Future Learning Lab Vienna, the Association for the Promotion of Digital Educational Services (Verein zur Förderung digitaler Bildungsangebote).

The international symposium was organized on the occasion of the official opening of the Future Learning Lab and the Media Literacy Week in Austria. Nowadays educational processes cannot be imagined without media of all kinds. In particular, the importance of digital technologies for learning is often underestimated. That is why the Centre for Educational Technology and Innovation (ZLI) was founded in September 2014 as part of the Department for Interdisciplinary Education at the University College of Teacher Education Vienna (PH Wien).

The ZLI evaluates the potential of digital media and supports the innovative integration of technology into education. The team of fifteen people aims to develop sustainable digital concepts and solutions for schools and universities.

Digitization and medialization require new competences and raise crucial issues for schools and universities: How will learning develop in the future? What are the requirements for the classroom and the school architecture? How can the changing roles of students and teachers be defined? What are didactic possibilities and limitations of the use of digital media in teaching and learning processes?

The symposium focuses on questions about the future of learning from different perspectives. By doing so, it follows the requirement of openness to the diversity of perspectives and the possibility of creating discursive bridges. In addition to the positions of the lecturers, the various perspectives also include those of the participants from school, scientific and economic contexts.

The organizing team including me hope that you will experience two interesting days.

Klaus Himpsl-Gutermann & Organizing Team

SYMPOSIUM PROGRAMME

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DAY 1 | MONDAY, OCTOBER 16, 2017, 12:30 PM – 06:00 PM

12:30 pm – 01:00 pm
Foyer (PH Wien)

Arrival & Registration

01:00 pm – 01:15 pm
Banquet room, Room 4.0.004

Welcome & Objectives

Wolfgang Greller, Vice-Principal for Research and Quality of the University College of Teacher Education Vienna (PH Wien)
Walter Swoboda, Head of the Department for Interdisciplinary Education (IBS)
Klaus Himpsl-Gutermann, Head of the Center for Educational Technology and Innovation (ZLI)
Adib Reyhani, Representative of the Association for the Promotion of Digital Educational Services

01:15 pm – 02:15 pm
Banquet room, Room 4.0.004

Keynote 1

"Pattern Languages as New Tools for Learning in the Creative Society"
Takashi Iba, Keio University, Japan

02:15 pm – 03:15 pm
Banquet room, Room 4.0.004

Keynote 2

"Media Literacy and Future Learning"
Christine W. Trültzsch-Wijnen, Salzburg University of Education Stefan Zweig, Austria

03:15 pm – 03:45 pm
Foyer (PH Wien)

Coffee Break

03:45 pm – 04:45 pm
Banquet room, Room 4.0.004

Keynote 3
„Educational Games – Design, Implementation and Unique Possibilities"
Jonas Linderoth, University of Gotheburg, Sweden

04:45 pm – 06:00 pm
Banquet room, Room 4.0.004

Open Fishbowl
with keynote speakers and all participants

06:00 pm
Foyer (PH Wien)

Meeting Point
for the common journey to the Financial Life Park (FLiP)

06:30 pm – 07:00 pm

Visit to the Financial Life Park (FLiP) of Erste Bank
Address: Erste Financial Life Park, Am Belvedere 1, 1100 Vienna

07:00 pm – 10:00 pm

Common dinner
in the Restaurant **Campus Bräu** (expenses not included)
Address: Campus Bräu, Wiedner Gürtel 1, 1040 Vienna

DAY 2 | TUESDAY, OCTOBER 17, 2017, 09:00 AM – 08:00 PM

09:00 am – 09:30 am
Banquet room, 4.0.004

○ **Welcoming remarks & Introduction of the workshops**

09:30 am – 12:30 pm
Room 4.1.005

○ **Workshops**
"Pattern Mining Workshop: How to Find Patterns from Experiences" (WS 1)
Takashi Iba with Ayaka Yoshikawa, Konomi Munakata, Haruka Mori, Hitomi Shimizu, Tomoki Kaneko, Akiko Kumasaki & Taichi Isaku

Room 4.1.007

"Using Games to Facilitate Systems Thinking" (WS 2)
Jonas Linderoth

Room 4.1.032 (EIS)

"The Lego Education Innovation Studio at the University College of Teacher Education Vienna – Make your ideas happen" (WS 3) in co-operation with DaVinciLab
Michael Steiner & Brigitte Hübel-Fleischmann

Room 5D.1.08 (FLL)

"Demonstrations and Digital Storytelling in the Learning Zones of the Future Learning Lab" (WS 4)
Hermann Morgenbesser

Room 5D.1.08 (FLL)

"Joint Advantage: Education Innovation Depends on Overlapping Collaboration" (WS 5)
Thomas Nárosy

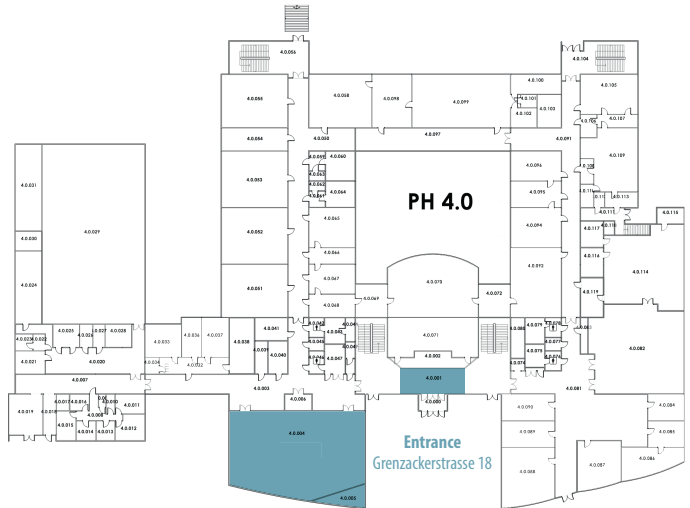|	
12:30 pm – 02:00 pm **FLL / Room 5D.1.08** **Lunch: 5.2.005**	**Official Opening of the "Future Learning Lab" and Lunch** with **Dr. Sophie Karmasin**, Federal Ministry of Family and Youth **Dr. Sonja Hammerschmid**, Federal Ministry of Education
02:00 pm – 05:00 pm **Room 4.1.005**	**Workshops** **"Pattern Mining Workshop: How to Find Patterns from Experiences"** (WS 1) Takashi Iba with Ayaka Yoshikawa, Konomi Munakata, Haruka Mori, Hitomi Shimizu, Tomoki Kaneko, Akiko Kumasaki & Taichi Isaku
Room 4.1.007	**"Using Games to Facilitate Systems Thinking"** (WS 2) Jonas Linderoth
Room 4.1.032 (EIS)	**"The Lego Education Innovation Studio at the University College of Teacher Education Vienna – Make your ideas happen"** (WS 3) in co-operation with DaVinciLab Michael Steiner & Brigitte Hübel-Fleischmann
Room 1.0.027	**"The best games to use in the game based learning classroom"** (WS 6) Thomas Kunze
Room 5D.1.08 (FLL)	**Future Learning Lab Open House** With Thomas Nárosy & Hermann Morgenbesser
05:00 pm – 05:30 pm **Room 5.2.005**	**Farewell**
06:00 pm – 08:00 pm **Room 4.1.032 (EIS)**	**Network meeting** of "Junge Medienpädagogik in Österreich" (in German)

VENUE MAPS

University College of Teacher Education Vienna
Grenzackerstrasse 18, 1100 Vienna

Rooms in House 4, Ground floor

PH 4.0

Entrance
Grenzackerstrasse 18

Rooms in House 4, 1st floor

PH 4.1.

University College of Teacher Education Vienna
Daumegasse 5, 1100 Vienna

PH Wien House 5

Future Learning Lab
Room 5D.1.08 (2nd floor)

PH Wien House 4
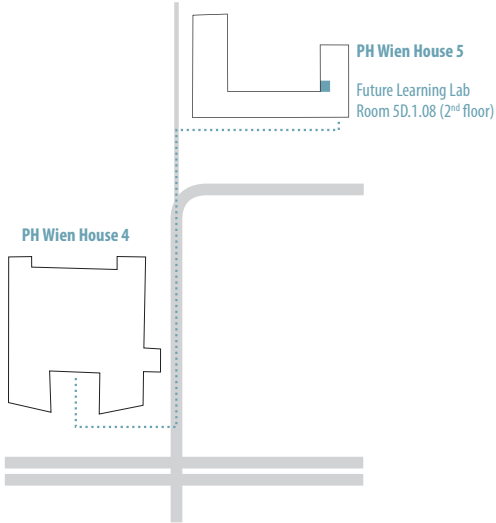
Rooms House 1, Ground floor

PH 1.0.
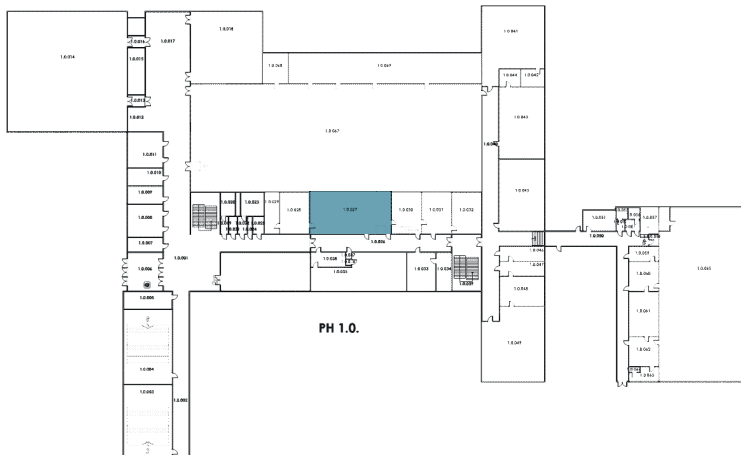
KEYNOTE SPEAKERS

TAKASHI IBA
**Faculty of Policy Management,
Keio University, Japan**

"Pattern Languages as New Tools for Learning in the Creative Society"

As our society grows continuously complex and diverse, finding ways to design the future with our own hands has become a crucial topic. In such a creative society, pattern languages are key media for supporting people's creative acts. A pattern language is a collection of information called "patterns," which together works in a language-like structure to describe the practical knowledge within a certain field of knowledge. For the past 10 years, we, the Iba Lab, have created more than 30 pattern languages about various topics that each provide tacit design knowledge of human actions, consisting of more than 1000 patterns in total. Topics that we have covered include, learning, collaboration, presentation, education, career design, cooking, project design, disaster prevention, living well with dementia, change-making, policy design and so on. In this talk, I will give an overview of the pattern languages as well as ways to use them for education and self-learning.

Dr. Takashi Iba is an associate professor in the Faculty of Policy Management and the Graduate School of Media and Governance at Keio University. He received a Ph.D. in Media and Governance from Keio University in 2003 and continued as a visiting scholar at the MIT Center for Collective Intelligence during the 2009 academic year. He is a board member of The Hillside Group, which promotes the use of patterns and pattern languages and also sponsors several conferences and publications on pattern languages. Collaborating with his students, Dr. Iba has created many pattern languages concerning human actions. He has authored Learning Patterns (2014), Presentation Patterns (2014), Collaboration Patterns (2014), Words for a Journey (2015), as well as many academic books in Japanese such as the bestselling Introduction to Complex Systems (1998) and Pattern Language (2013).

CHRISTINE W. TRÜLTZSCH-WIJNEN

**Centre of Competencies for Media Education and E-Learning,
Salzburg University of Education Stefan Zweig, Austria**

"Media Literacy and Future Learning"

Based on the Universal Declaration of Human Rights (UDHR) and the United Nations Convention on the Rights of the Child (UNCRC) this key note starts with the question whether media literacy can be defined as a children's right per se. In the following the concept of media literacy is discussed with regards to social inequality. On account of this it will be argued for the importance of promoting media literacy in a multi-perspective way and analyzed to what extent this should be integrated in concepts of future learning.

Dr. Christine W. Trültzsch-Wijnen studied media and communication as well as music at the University of Salzburg and holds a PhD in communication from the same university. Her PhD theses was on international comparisons of media education in Europe and the USA. As a researcher and lecturer she worked at the University of Salzburg, the Free University of Bolzano, the Arts University Mozarteum in Salzburg, the Danube University in Krems, the University of Munster and the University of Akureyri (Iceland). From 2010 to 2014 she was a post doc assistant at the University of Vienna and a member of the research group "Wiener Medien-pädagogik". Since summer semester 2014 she is full professor for media education at the Salzburg University of Education Stefan Zweig and head of the Centre of Competencies for Media Education and E-Learning.

JONAS LINDEROTH

The Linnaeus Centre for Research on Learning, Interaction and Mediated Communication in Contemporary Society (LinCS), University of Gotheburg, Sweden

Jonas Linderoth, PhD, is a professor in education, currently at the university of Gothenburg. He is most known for his work about game perception from an ecological perspective, where he argues that games have very specific conditions for learning. He teaches courses such as Educational Game Design, Games and Simulations as Learning Environments and Game based learning in educational environments.

"Educational Games – Design, Implementation and Unique Possibilities"

In his talk Professor Linderoth provides a basic framework for understanding game based learning. Focusing the unique possibility that games have to communicate messages through system design, he gives practical examples of appropriate designs and implementations. The talk also touches upon some of the most common pitfalls and problems with using games in educational settings.

WORKSHOPS

WORKSHOP 1
**"Pattern Mining Workshop:
How to Find Patterns from Experiences"**

Pattern languages have recently been paid attention to as new tools for learning and creativity. A pattern language is a set of patterns that describe practical knowledge in a target domain, where practical knowledge refers to both the ability to notice problems as well as to solve them. In creating a pattern language, it is necessary to go through a "mining" process in the beginning, to gather contents of what would eventually be written out as patterns. Pattern mining is a process to extract the knowledge of practice (rules of thumb and tips) from experiences and cases. Such information is gathered through mining dialogues (self-reflections or interviews), after which they are clustered based on similarity, in order to find out the common points from the extracted knowledge and organize them. In this workshop, we provide an opportunity for participants to get an overview of how to create pattern languages, focusing on how to mine patterns from personal experiences and experiences from others.

Workshop Leaders

Konomi Munakata
Iba Lab, Keio University, Japan

Akiko Kumasaki
Iba Lab, Keio University, Japan

Takashi Iba
Iba Lab, Keio University, Japan

Haruka Mori
Iba Lab, Keio University, Japan

Taichi Isaku
Iba Lab, Keio University, Japan

Ayaka Yoshikawa
Iba Lab, Keio University, Japan

Hitomi Shimizu
Iba Lab, Keio University, Japan

Tomoki Kaneko
Iba Lab, Keio University, Japan

WORKSHOP 2

"Using Games to Facilitate Systems Thinking"

In this workshop participants get to both try to play and design games that illustrates different real systems. The workshop is appropriate for educators of all levels from primary school to higher education.

Workshop Leader

Jonas Linderoth
University of Gothenburg, Sweden

WORKSHOP 3

"The Lego Education Innovation Studio at the University College of Teacher Education Vienna – Make your ideas happen"

The Lego Education Innovation Studio (EIS) is based on a hands-on learning approach that actively involves pupils in their own learning processes and is aimed at developing their creative thinking and practical problem solving skills through coding and robotics. In context of the nationwide project "Learn how to think and solve problems" (DLPL) Austrian school classes are supported by experts with resources and educational material in the implementation of various projects. In a special workshop participants can get an insight into educational concepts, the possibilities offered by the EIS and successful school projects like MadeByKids.

At various stations a whole range of products can be tried out: Lego WeDo and EV3, BeeBot & Co, Scratch, Ozobot, Microbit, Minecraft.

(in co-operation with DaVinciLab, www.davincilab.at)

Workshop Leaders

Michael Steiner
Center for Educational Technology and Innovation (ZLI), University College of Teacher Education Vienna, Austria

Brigitte Hübel-Fleischmann
Center for Educational Technology and Innovation (ZLI), University College of Teacher Education Vienna, Austria

WORKSHOP 4

"Demonstrations and Digital Storytelling in the Learning Zones of the Future Learning Lab"

The Future Learning Lab follows the educational and pedagogical concept of the EUN's Future Classroom Lab. This new space will offer a well-equipped environment for learning. According the Learning Zones of the FCL, workshops in the three different FLL areas of Investigation, Creation and Presentation will be taking place.

Investigate: Show the determination of provenance of food from regional production in Austria on the basis of multi-element and isotopic fingerprinting. The thematic focus of the project Classroom Science Interaction „CSI: TRACE your FOOD" is the systematic determination of unique chemical fingerprints in food from different regions in Austria for the unambiguous determination of origin.

Create: Different types of stories are briefly described. Then, the workshop continues by establishing a connection between the act of storytelling and science.

Present: Amlogy, (amlogy.at) a start-up company will demonstrate their method of enriching books with Augmented Reality.

Workshop Leader

Hermann Morgenbesser
Center for Educational Technology and Innovation (ZLI), Future Learning Lab (FLL), University College of Teacher Education Vienna, Austria

WORKSHOP 5

"Joint Advantage: Education Innovation Depends on Overlapping Collaboration"

The OECD has dedicated almost 10 years to the ILE Innovative Learning Environments project. At the core, the project analyzed how young people learn today and under what conditions they can learn better. The results of the project – in a way a „blueprint" of the development of education systems in the OECD area "beyond teaching" – describe the core of innovative learning environments using seven learning principles, while three development dimensions outline the direction for a dynamic implementation of this core. The third dimension „transformation and change in learning ecosystems" emphasizes the need to open up the „networked learning ecosystem". The Future Learning Lab Wien FLL.wien understands itself, among other things, as a learning space in exactly this sense. The workshop will focus on three issues: Firstly,

the recently published „OECD Handbook for Innovative Learning Environments" is presented; secondly the FLL.wien concept and program will be introduced and discussed, and, thirdly, opening up to hitherto untapped development potentials. In particular, the focus is on aspects for which the „classical interior of education" is dependent on opening and collaboration.

Workshop Leader

Thomas Nárosy
Association for the Promotion of Digital Educational Services, Future Learning Lab (FLL), Austria

WORKSHOP 6

"The best games to use in the game based learning classroom"

This workshop offers an overview and a lot of hands-on experience of good games for the game based learning classroom. Educators of all levels and subjects are invited to try out games and understand how to use them easily in their classrooms.

Workshop Leader

Thomas Kunze
Games Institute Austria

WORKSHOP REGISTRATION

Enrol in the workshops of your choice in the list provided, using this QR code.

WORKSHOP LEADERS
Short biographies

Workshop 1

Takashi Iba
Iba Lab, Keio University, Japan

Associate professor in the Faculty of Policy Management and the Graduate School of Media and Governance at Keio University, Japan

Ayaka Yoshikawa
Iba Lab, Keio University, Japan

Ayaka Yoshikawa studies in the Faculty of Environment and Information Studies at Keio University. As a member of Takashi Iba's Laboratory, she creates pattern languages about cooking, and also researches ways of using patterns. She is the co-author of several pattern languages including Cooking Patterns, a pattern language for everyday cooking. She has also convened various cooking workshops, as well as idea generation workshops using patterns as a trigger for thought.

Konomi Munakata
Iba Lab, Keio University, Japan

Konomi Munakata studies in the Faculty of Environment and Information Studies at Keio University. As a member of Takashi Iba's Laboratory, she explores methods to assist idea generation to make a city and people living there more creative. She has been conducting workshops such as future language workshops as a way of generating new ideas in a collaborative way. She has also researched on the realization of ideas in a long-run, in Creative Residence Project, to make the student life in a dormitory keep being creative.

Haruka Mori
Iba Lab, Keio University, Japan

Haruka Mori studies in the Faculty of Policy Management at Keio University. While studying under Professor Takashi Iba, she has been creating practical patterns, including Project Design Patterns, aiming to make peoples' lives more thoughtful and creative. Through her experiences in China and India, she became interested in the quality of being creative. Her research interests are media arts, digital fabrication, designing bags and ad tech. She is currently working on a methodology to envision the future of "creative society."

Hitomi Shimizu
Iba Lab, Keio University, Japan

Hitomi Shimizu studies in the Faculty of Policy Management at Keio University. As a member of Takashi Iba's Laboratory, she explores methods to invite people to start cooking, for example, Cooking Fun Language. She is interested in using words as a tool to change human behavior, and aims to use words as a tool for living better with our planet.

She is currently searching for other Funs when cooking around the world, despite the different cooking habits and utilities.

Tomoki Kaneko
Iba Lab, Keio University, Japan

Tomoki Kaneko is a student of Keio University and studies at Iba Laboratory. His research field is Ultra-aging society. He works at a nonprofit organization called the Dementia Friendship Club and is also a member of Dementia friendly Japan Initiative. He conducts events and workshops in the welfare field throughout Japan. He creates pattern languages and researches ways to use them. He is one of the co-authors of the book, "Words for a Journey", a pattern language for living well with dementia (2015). And he is also a co-author of Parenting Patterns (2015) and Pattern Mining Patterns (2016).

Akiko Kumasaki
Iba Lab, Keio University, Japan

Akiko Kumasaki studies in the Faculty of Environment and Information Studies at Keio University. As a member of Professor of Takashi Iba's laboratory, she took part in future word mining workshop in Ebina as a generator. Her interest is in psychology and cognitive science as she wants to find a clue for sharing individuals' senses. Also, she is a member of fabrication workshop circle Art & Technology and made an interactive art work Omoi-omoi (2016) which measures a weight of feeling expressed in a letter.

Taichi Isaku
Iba Lab, Keio University, Japan

Taichi Isaku is a researcher at Keio University and company co-founder of CoCooking who specializes in pattern languages. His special topic of interest revolves around creativity in the kitchen, a platform where ideas and communications emerge on a daily basis. Inspired by the pattern language philosophy, he has created several creative tools with his colleagues including the Creative CoCooking Patterns (2016), the Egg Language (2015), and the Japanese Cuisine ("Washoku") Language (2017). With these tools, he introduces a collaborative, inclusive, and creative aspect to cooking, allowing for anyone to step into the kitchen regardless of their cooking abilities.

Workshop 2

Jonas Linderoth
University of Gothenburg, Sweden

Professor at University of Gotheburg, Sweden; members of LinCS research programme

Workshop 3

Michael Steiner
Center for Educational Technology and Innovation (ZLI), University College of Teacher Education Vienna, Austria

Michael Steiner coordinates the Education Innovation Studio (EIS) und the annual eBazar, a major event showing the potential of digital media and the innovative integration of technology into education. Furthermore he is responsible for IT education at the ZLI. Apart from that he is involved in teacher training course at the University of Vienna where he teaches Educational Design as well as the Organization of Teaching and Learning in IT. His main exploratory focus lies on the net based development of teaching with digital media.

Brigitte Hübel-Fleischmann
Center for Educational Technology and Innovation (ZLI), University College of Teacher Education Vienna, Austria

Brigitte Hübel-Fleischmann works as a teacher of a mixed-age class in primary education based on the pedagogy of Maria Montessori and a focus on digital content. Her experience in working with digital media and using tablets in class form the basis for her assistance in the Education Innovation Studio (EIS) of the University College of Teacher Education Vienna (PH Wien).

DaVinciLab is an educational company focused on fostering 21st century skills within school curricula as well within after school activities. As cooperation partner of the Austrian Ministry of Education and the University College of Teacher Education Vienna we are developing educational resources, designing innovative interaction formats and are providing teacher trainings. In cooperation with research partners DaVinciLab is developing and conducting research studies focused on the usage of digital tools and Stanford Design Thinking Method for Kids for learning purposes (e.g. „MadebyKids Project", „DLPL Project"). DaVinciLab is providing maker lab facilities (design lab, movie lab and coding & robotic lab).

Workshop 4

Hermann Morgenbesser
Center for Educational Technology and Innovation (ZLI), Future Learning Lab (FLL), University College of Teacher Education Vienna, Austria

Hermann Morgenbesser studied at the University of Vienna. He worked as a pedagogical advisor at the MJZ Klosterneuburg from 1988 to 1995; from 1986 to 1988 he worked at BHAK and BHAS Baden. Since 1988 he has been teaching at the BG/BRG Klosterneuburg; since 2011, he has also been teaching Computer Sciences at the Klosterneuburg International School in the IB Diploma Program. Since 2000, Hermann Morgenbesser teaches at the VHS Wien Meidling in the field of Media Informatics and Digital Business. He is jointly responsible for the publication of a supplementary textbook for digitally supported work at the third level education. Since February 2017, he has been working at the University College of Teacher Education Vienna.

Workshop 5

Thomas Nárosy
Association for the Promotion of Digital Educational Services, Future Learning Lab (FLL), Austria

From 2005 to 2016 consultant (employed) at Education Group GmbH. Focus on e-learning and IT integration in school development processes. In addition coordinator and adviser in many projects of the Austrian Ministry of Education and the University Colleges for Teacher Education: EPICT Implementation Project; NMS e-learning support; Onlinecampus Virtuelle PH; edumoodle; SQA; schulleiter2; schulleitung.schule.at; KidZ; Mobile Teaching; digi.komp4.8.12.P; digi. check; eEducation Austria. From 2000 to 2009 head of e-LISA academy (predecessor organization of the Onlinecampus Virtuelle PH). (Teacher-) studies at Technical University of Vienna,

University of Vienna, University Colleges for Teacher Education Baden and Vienna University of Economics and Business. MBA Master Thesis (WU-Vienna) about school management and IT integration. Currently he is developing the Future Learning Lab Vienna together with the University College of Teacher Education Vienna (PH Wien).

Workshop 6

Thomas Kunze
Games Institute Austria

Thomas Kunze is the founder of Games Institute Austria and the registered association Spielmacher which focus on the use of Games, video games and gamelike methods in new contexts like education or communication. A teacher and linguist by profession and an avid gamer since his early days he brings together what needs to come together, gaming culture as a whole and the world out there with their big questions, be it in society, in education or in business development. He is convinced that gaming has an enormous influence on what the world is going to look like in the near future and doesn't stop to talk about it, be it in projects, seminars or talks all over Europe.

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